

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Previously Presented) A gaming machine with which a combination-making game is performed, the combination-making game using a matrix which comprises a row with a row cell number of at least two and a column with a column cell number of at least two and which remains static during play of the game, wherein the row cell number equals the column cell number so as to constitute the matrix containing a plurality of cells, each of which has an allocated symbol such that each corresponding cell becomes effective if the allocated symbol to the corresponding cell is selected by a main lottery, the gaming machine being characterized to provide a benefit to a player depending on a pattern of cells being effective after a predetermined number of main lotteries, the gaming machine comprising:

a symbol allocating device for allocating symbols to the respective cells such that each cell is selected by lottery and at least one combination of cells, which is composed of a same number of allocated symbols as the row or column cell number and which includes allocated symbols that match a first predetermined winning combination having a first predetermined rank under a predetermined condition, is aligned along a first line among lines contained in the matrix; and

a disbursement value determination device for determining a predefined amount of disbursement or a multiplier corresponding to bets made by the player for computing an amount of disbursement depending on the first predetermined rank, if all cells with allocated symbols along the first line become effective after the predetermined number of main lotteries are made.

2. (Original) The gaming machine according to Claim 1, wherein the combination-

making game comprises a poker game and the row cell number of the matrix is five.

3. (Original) The gaming machine according to Claim 1, wherein the combination-making game comprises a mahjong game.

4. (Previously Presented) The gaming machine according to Claim 1, further comprising a betting device for betting game media in regard to the matrix;
wherein the first winning combination that is aligned along the first line and is composed of symbols allocated by said symbol allocating device causes the gaming machine to provide a benefit to the player and the benefit, which is more than a predetermined standard, is based on a disbursable number of the game media or the multiple number of the bet number of the game media the player has bet.

5. (Previously Presented) The gaming machine according to Claim 2, further comprising a betting device for betting game media in regard to the matrix;
wherein the first winning combination that is aligned along the first line and is composed of symbols allocated by said symbol allocating device causes the gaming machine to provide a benefit to the player and the benefit, which is more than a predetermined standard, is based on a disbursable number of the game media or the multiple number of the bet number of the game media the player has bet.

6. (Previously Presented) The gaming machine according to Claim 3, further comprising a betting device for betting game media in regard to the matrix;
wherein the first winning combination that is aligned along the first line and is composed of symbols allocated by said symbol allocating device causes the gaming machine to provide a benefit to the player and the benefit, which is more than a predetermined standard, is based on a disbursable number of the game media or the multiple number of the bet number of the game media the player

7. (Previously Presented) The gaming machine according to Claim 4,
wherein said symbol allocating device allocates symbols to the respective cells of the matrix such that the matrix contains a second line being constituted of a second combination with a second rank of the combination-making game;
wherein said betting device allows the player to bet game media on the first and/or second lines; and
wherein the gaming machine comprises an effective line determination device for determining whether the first and/or second lines are applicable to disbursement of game media in accordance with a bet number of game media the player has bet if all cells of the first and second lines become effective.
8. (Previously Presented) The gaming machine according to Claim 1, further comprising a preliminary cell validation device for making at least one cell contained in the matrix effective in accordance with a result of a preliminary lottery performed prior to said main lottery.
9. (Previously Presented) The gaming machine according to Claim 2, further comprising a preliminary cell validation device for making at least one cell contained in the matrix effective in accordance with a result of a preliminary lottery performed prior to said main lottery.
10. (Previously Presented) The gaming machine according to Claim 3, further comprising a preliminary cell validation device for making at least one cell contained in the matrix effective in accordance with a result of a preliminary lottery performed prior to said main lottery.
11. (Previously Presented) The gaming machine according to Claim 4, further comprising a preliminary cell validation device for making at least one cell contained in the matrix effective in accordance with a result of a preliminary

lottery performed prior to said main lottery.

12. (Previously Presented) The gaming machine according to Claim 5, further comprising a preliminary cell validation device for making at least one cell contained in the matrix effective in accordance with a result of a preliminary lottery performed prior to said main lottery.

13. [Canceled]

14. [Canceled]

15. [Canceled]

16. (Previously Presented) A server, connectable via a communication line to gaming machines, with each of which a combination-making game is performed, the combination-making game using a matrix which comprises a row with a row cell number of at least two and a column with a column cell number of at least two and which remains static during play of the game, wherein the row cell number equals the column cell number so as to constitute the matrix containing a plurality of cells, each of which has an allocated symbol such that each corresponding cell becomes effective if the allocated symbol to the corresponding cell is selected by a main lottery, each gaming machine being characterized to provide a benefit to a player depending on a pattern of cells being effective after a predetermined number of main lotteries, the server comprising:

a symbol allocating device for allocating symbols to the respective cells such that at least one combination of cells, which is composed of a same number of allocated symbols as the row or column cell number and which includes allocated symbols that match a predetermined winning combination having a

predetermined rank under a predetermined condition, is aligned along a line among lines contained in the matrix; and

a disbursement value determination device for determining amount of disbursement or a multiplier corresponding to bets made by the player for computing an amount of disbursement depending on the predetermined rank, if all cells with allocated symbols along the first line become effective after the predetermined number of main lotteries are made.

17. (Previously Presented) A gaming machine being connected to the server according to Claim 16 via said communication line, comprising:

communicating device for communicating via said communication line with the server and

displaying device for displaying progress of the game to the player.

18. (Previously Presented) A gaming machine with which a combination-making game is performed, the combination-making game using a matrix which comprises a row with a row cell number of at least two and a column with a column cell number of at least two and which remains static during play of the game, wherein the row cell number equals the column cell number so as to constitute the matrix containing a plurality of cells, each of which has an allocated symbol such that each corresponding cell becomes effective if the allocated symbol to the corresponding cell is selected by a main lottery, the gaming machine being characterized to provide a benefit to a player depending on a pattern of cells being effective after a predetermined number of main lotteries, the gaming machine comprising:

a symbol allocating device for allocating symbols to the respective cells such that at least one combination of cells, which is composed of a same number of allocated symbols as the row or column cell number and which includes allocated symbols that match a first predetermined winning combination having a first predetermined rank under a predetermined condition, is aligned along a first line among lines contained in the matrix; and

a disbursement value determination device for determining a predefined amount of disbursement or a multiplier corresponding to bets made by the player for computing an amount of disbursement depending on the first predetermined rank, if all cells with allocated symbols along the first line become effective after the predetermined number of main lotteries are made.

19. (Previously Presented) A gaming machine with which a combination-making card game is performed, the combination-making card game using a matrix which comprises a row with a row cell number of at least two and a column with a column cell number of at least two and which remains static during play of the game, wherein the row cell number equals the column cell number so as to constitute the matrix containing a plurality of cells, each of which has an allocated symbol such that each corresponding cell becomes effective if the allocated symbol to the corresponding cell is selected by a main lottery, the gaming machine being characterized to provide a benefit to a player depending on a pattern of cells being effective after a predetermined number of main lotteries, the gaming machine comprising:

a symbol allocating device for allocating symbols to the respective cells such that at least one combination of cells, which is composed of a same number of allocated symbols as the row or column cell number and which includes allocated symbols that match a first predetermined card game winning combination having a first predetermined rank under a predetermined condition, is aligned along a first line among lines contained in the matrix; and

a disbursement value determination device for determining a predefined amount of disbursement or a multiplier corresponding to bets made by the player for computing an amount of disbursement depending on the first predetermined rank, if all cells with allocated symbols along the first line become effective after the predetermined number of main lotteries are made.

20. (Previously Presented) A method for playing a combination-making game using a matrix formed by a plurality of cells disposed in multiple rows and

multiple columns and which remains static during play of the game, with the multiple rows intersecting the multiple columns and with the number of cells in each row equaling the number of cells in each column, comprising:

- allocating symbols for the combination-making game to the respective cells in accordance with an allocation lottery such that a first combination of cells, which are (i) aligned along a first of multiple lines in the matrix and (ii) equal in number to the number of cells in each row, includes allocated symbols matching a first predetermined winning combination with a first predetermined win rank;

- performing multiple selection lotteries, after the symbols have been allocated to all of the cells forming the matrix, to select multiple different symbols;

- making effective those of the cells that have an allocated symbol matching one of the selected multiple different symbols;

- determining whether or not all the cells that have the first combination of allocated symbols have been made effective; and

- if all the cells that have the first combination of allocated symbols are determined to have been made effective, determining a win amount based on the first predetermined win rank.

21. (Previously Presented) The method according to Claim 20, further comprising:

- selecting between (i) a first type win amount representing a predetermined amount associated with the first predetermined win rank and (ii) a second type win amount representing an amount bet by the player multiplied by a factor associated with the first predetermined win rank; and

- wherein the win amount is determined based also on the selected type of win amount.

22. (Previously Presented) The method according to Claim 20, wherein:

- determining the win amount includes (i) determining a predefined amount associated with the first predetermined win rank and setting the win amount equal to the determined predefined amount, or (ii) determining a factor

associated with the first predetermined win rank and computing the win amount by multiplying an amount bet by the player by the determined factor.

23. (Previously Presented) The method according to Claim 20, wherein:

the performed multiple selection lotteries are a predetermined number of lotteries.

24. (Previously Presented) The method according to Claim 20, wherein the symbols are allocated such that a second combination of the allocated symbols, which are (i) aligned along a second of multiple lines in the matrix and (ii) equal in number to the number of cells in each row, matches a second predetermined winning combination with a second predetermined win rank for the combination-making game, and further comprising:

determining whether or not all the cells that have the second combination of allocated symbols have been made effective; and

if all the cells that have the second combination of allocated symbols are determined to have been made effective, determining the win amount based on the second predetermined win rank.

25. (Previously Presented) The method according to Claim 24, further comprising:

if all the cells that have the first combination of allocated symbols and the second combination of allocated symbols are determined to have been made effective, determining the win amount by one either (i) determining a first factor associated with the first predetermined win rank and a second factor associated with the second predetermined win rank, computing a sum of the determined first and second factors, and computing the win amount by multiplying the amount bet by the player by the computed sum, or (ii) determining a largest of the first factor and the second factor, and computing the win amount by multiplying the amount bet by the player by the determined largest factor.

26. (Previously Presented) The method according to Claim 20, wherein the performed multiple selection lotteries are multiple main lotteries, and further comprising:

making effective at least one of the cells forming the matrix effective in accordance with a preliminary lottery performed prior to said multiple main lotteries.

27. (Previously Presented) The gaming machine according to Claim 2, wherein:

the matrix is a player selected one of a plurality of matrixes; and

the symbol allocating device is also for allocating symbols to respective cells of each of the other of the plurality of matrixes such that each cell is selected by lottery and at least one combination of cells, which is composed of a same number of allocated symbols as the row or column cell number and which includes allocated symbols that match a predetermined winning combination in the poker game having a predetermined rank under a predetermined condition, is aligned along a first line among lines contained in that matrix, and symbols are randomly allocated to other than the cells in which a winning combination of symbols is allocated.

28. (Previously Presented) The gaming machine according to Claim 3, wherein:

the matrix is a player selected one of a plurality of matrixes; and

the symbol allocating device is also for allocating symbols to respective cells of each of the other of the plurality of matrixes such that each cell is selected by lottery and at least one combination of cells, which is composed of a same number of allocated symbols as the row or column cell number and which includes allocated symbols that match a predetermined winning combination in the mahjong game having a predetermined rank under a predetermined condition, is aligned along a first line among lines contained in that matrix, and symbols are randomly allocated to other than the cells in which a winning combination of symbols is allocated.

29. (Previously Presented) The server according to Claim 16, wherein:

the matrix is a player selected one of a plurality of the matrixes; and
the symbol allocating device is also for allocating symbols to respective cells of each of the other of the plurality of matrixes such that at least one combination of cells, which is composed of a same number of allocated symbols as the row or column cell number and which includes allocated symbols that match a predetermined winning combination in a poker game having a predetermined rank under a predetermined condition, is aligned along a line among lines contained in that matrix, and symbols are randomly allocated to other than the cells in which a winning combination of symbols is allocated.

30. (Previously Presented) The gaming machine according to Claim 18, wherein:

the matrix is a player selected one of a plurality of the matrixes; and
the symbol allocating device is also for allocating symbols to respective cells of each of the other of the plurality of matrixes such that at least one combination of cells, which is composed of a same number of allocated symbols as the row or column cell number and which includes allocated symbols that match a predetermined winning combination in a poker game having a predetermined rank under a predetermined condition, is aligned along a line among lines contained in that matrix, and symbols are randomly allocated to other than the cells in which a winning combination of symbols is allocated.

31. (Previously Presented) The gaming machine according to Claim 19, wherein:

the matrix is a player selected one of a plurality of the matrixes; and
the symbol allocating device is also for allocating symbols to respective cells of each of the other of the plurality of matrixes such that at least one combination of cells, which is composed of a same number of allocated symbols as the row or column cell number and which includes allocated symbols that match a predetermined winning combination in the card game having a predetermined rank under a predetermined condition, is aligned along a line

among lines contained in that matrix, and symbols are randomly allocated to other than the cells in which a winning combination of symbols is allocated.

32. (Previously Presented) The method according to Claim 20, wherein the matrix is a player selected first matrix of a plurality of matrixes, and further comprising:

allocating symbols for the combination-making game to the respective cells of each of the other of the plurality of matrixes in accordance with an allocation lottery such that a combination of cells, which are (i) aligned along one of multiple lines in that matrix and (ii) equal in number to the number of cells in each row of that matrix, includes allocated symbols matching a predetermined winning combination with a predetermined win rank, and such that symbols are randomly allocated to other than the cells in which a winning combination is not allocated.

33. (Previously Presented) The gaming machine according to Claim 1, wherein:

one or more cells of any row or column of the matrix may become effective during play of a game; and

the symbol allocating device is for allocating the symbols before the initial one of the predetermined number of main lotteries is performed.

34. (Previously Presented) The server according to Claim 16, wherein:

one or more cells of any row or column of the matrix may become effective during play of a game; and

the symbol allocating device is for allocating the symbols before the initial one of the predetermined number of main lotteries is performed.

35. (Previously Presented) The gaming machine according to Claim 18, wherein:

one or more cells of any row or column of the matrix may become effective during play of a game; and

the symbol allocating device is for allocating the symbols before the initial

one of the predetermined number of main lotteries is performed.

36. (Previously Presented) The gaming machine according to Claim 19, wherein:

one or more cells of any row or column of the matrix may become effective during play of a game; and

the symbol allocating device is for allocating the symbols before the initial one of the predetermined number of main lotteries is performed.

37. (Previously Presented) The gaming machine according to Claim 20, wherein:

one or more cells of any row or column of the matrix may become effective during play of a game; and

the symbols are allocated in accordance with the allocation lottery before the initial one of the multiple selection lotteries is performed.

38. (New) The gaming machine according to Claim 1, wherein the allocated symbols are displayed to the player prior to any of the cells becoming effective, and further comprising:

a line bet device for betting game media according to each line among lines contained in the matrix prior to the cells becoming effective.

39. (New) The server according to Claim 16, wherein the allocated symbols are displayed to the player prior to any of the cells becoming effective, and further comprising:

a line bet device for betting game media according to each line among lines contained in the matrix prior to the cells becoming effective.

40. (New) The gaming machine according to Claim 18, wherein the allocated symbols are displayed to the player prior to any of the cells becoming effective, and further comprising:

a line bet device for betting game media according to each line among

lines contained in the matrix prior to the cells becoming effective.

41. (New) The gaming machine according to Claim 19, wherein the allocated symbols are displayed to the player prior to any of the cells becoming effective, and further comprising:

a line bet device for betting game media according to each line among lines contained in the matrix prior to the cells becoming effective.

42. (New) The method according to Claim 20, further comprising:

displaying the allocated symbols to the player prior to making any of the cells effective; and

betting game media according to each of the multiple lines in the matrix, prior to making any of the cells effective.

43. (New) The gaming machine according to Claim 1, further comprising:

a line indication device for indicating circles close to the respective lines in which winning combinations are formed.

44. (New) The server according to Claim 16, further comprising:

a line indication device for indicating circles close to the respective lines in which winning combinations are formed.

45. (New) The gaming machine according to Claim 18, further comprising:

a line indication device for indicating circles close to the respective lines in which winning combinations are formed.

46. (New) The gaming machine according to Claim 19, further comprising:

a line indication device for indicating circles close to the respective lines in which winning combinations are formed.

47. (New) The method according to Claim 20, further comprising:

indicating circles close to the respective lines in which winning combinations are formed.

48. (New) The gaming machine according to Claim 1, further comprising:

- a line indication display device for displaying circles close to the respective lines in which winning combinations are formed; and

- a line bet display device for displaying the number of bet game media instead of one of the circles close to a line, on which a bet was placed, of the respective lines in which winning combinations are formed.

49. (New) The server according to Claim 16, further comprising:

- a line indication display device for displaying circles close to the respective lines in which winning combinations are formed and

- a line bet display device for displaying the number of bet game media instead of one of the circles close to a line, on which a bet was placed, of the respective lines in which winning combinations are formed.

50. (New) The gaming machine according to Claim 18, further comprising:

- a line indication display device for displaying circles close to the respective lines in which winning combinations are formed; and

- a line bet display device for displaying the number of bet game media instead of one of the circles close to a line, on which a bet was placed, of the respective lines in which winning combinations are formed.

51. (New) The gaming machine according to Claim 19, further comprising:

- a line indication display device for displaying circles close to the respective lines in which winning combinations are formed; and

- a line bet display device for displaying the number of bet game media instead of one of the circles close to a line, on which a bet was placed, of the respective lines in which winning combinations are formed

52. (New) The method according to Claim 20, further comprising:

displaying (i) circles close to the respective lines in which winning combinations are formed or (ii) the number of bet game media instead of one of the circles close to a line, on which a bet was placed, of the respective lines in which winning combinations are formed.